

U.S. PATENT APPLICATION

OF

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FOR

METHOD FOR PLAYING MODIFIED BLACKJACK

WITH POKER OPTION

1 METHOD FOR PLAYING MODIFIED
2 BLACKJACK WITH POKER OPTION
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5 CROSS-REFERENCE TO RELATED APPLICATIONS

6 This application is related to and claims the benefit of the
7 filing date of commonly owned and copending U.S. provisional
8 patent application serial no. 60,428,813, filed November 25,
9 2002. This application is also related to Disclosure Document
10 No. 505872, filed February 25, 2002.

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12 BACKGROUND OF THE INVENTION
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15 1. Field of the Invention

16 The present invention generally relates a method for playing
17 a card game.

18 2. Description of Related Art

19 Currently, casinos use a variety of games for wagering.
20 Many of these games are varieties of mechanical or electronic
21 slot machines. Despite the popularity of slot machines, poker,
22 blackjack, keno, baccarat, craps and other traditional games
23 played at a table are the foundation of casino play. Players are
24 known to enjoy the novelty of new table games because the old
25 games have become too well known by the players or because the
26 players perceive some of the traditional games as being overly
27 complicated. Moreover, since table games usually have larger
28 stakes than slot machines, casinos have an interest in developing

1 new table games for the clientele. Card games are one of the
2 most popular types of table games available at casinos.
3 Prospective players are always looking for new card games that
4 are challenging and exciting. On the other hand, casinos and
5 wagering establishments are interested in card games that will
6 attract more players, create player loyalty, and increase
7 revenues to the casinos and wagering establishments.

8 The game of "blackjack" or "twenty-one" is perhaps the most
9 popular card game played in casinos throughout the United States.
10 This game is typically played with a standard deck of playing
11 cards containing fifty-two cards in four different suits. The
12 object of the game is for each player to collect a number of
13 cards in his or her hand whereby the total point value assigned
14 to the cards in a player's hand is as close as possible to
15 twenty-one without going over. Numbered cards (i.e., 2-10) are
16 assigned a numerical value equal to their face value and face
17 cards (i.e., king, queen and jack) are assigned a numerical value
18 of ten points each. An ace card may be assigned either a point
19 value of one or eleven--whichever value gives a more favorable
20 hand to the player. If the point value in a player's hand exceeds
21 twenty-one points, the player "busts" and is eliminated from
22 further play until a winner is declared and the next hand is
23 dealt. Blackjack is typically played at tables that include a
24 location for a dealer and up to seven additional players. Each

1 player places a wager and, along with the dealer, initially
2 receives two cards. In traditional blackjack, each player is
3 playing against the dealer or "house". The dealer or house acts
4 as the bank, paying all losses and collecting all winnings from
5 the other players at the table. In order to win his or her wager,
6 the cards in a player's hand must have a higher total point value
7 than the total point value in the dealer's hand without going
8 over twenty-one points. During a player's turn, a player may
9 elect to draw additional cards (i.e., take a "hit") or play only
10 the cards currently held in his or her hand (i.e. "stand"). A
11 player may continue to receive additional cards in order to try
12 to reach a point total of twenty-one without exceeding twenty-
13 one. It is not necessary to reach twenty-one points to win a
14 game; it is only necessary to come closer to twenty-one points
15 than the dealer. Since the dealer receives one of his two initial
16 cards facedown (i.e., a "hole" card), the players know only half
17 of the cards in the dealer's initial hand. This adds an element
18 of uncertainty to a player's decision to take a hit or stand.

19 The risk of losing a hand by exceeding twenty-one points
20 (i.e., "busting") by taking an additional card increases as the
21 point total of the cards in the player's hand approaches twenty-
22 one. A player increases the probability of beating the dealer's
23 card total by selectively and strategically hitting or standing
24 on a particular card situation. Under most house rules, the

1 dealer must take a hit on any point total of sixteen or less and
2 must stand on any point total of seventeen or more. Any player
3 whose hand has a point total that does not exceed twenty one and
4 is closer to twenty-one than the dealer, wins his or her wager.
5 Conversely, each player who "busts" or who does not achieve a
6 higher point total than the dealer loses the hand and the
7 corresponding wager for that hand. Even if the dealer also busts,
8 the player still loses when the player busts.

9 A "blackjack" occurs when a player or the dealer receives an
10 ace and a face card or ten. A blackjack by the dealer ends the
11 game, causing all other players to lose their wagers. A blackjack
12 for a player is the best possible hand for the player and beats
13 the dealer unless the dealer also has a blackjack. Ties between
14 the player and the dealer are a "push" and are typically won by
15 the house. Players at a blackjack table will typically play
16 multiple successive hands and players may enter and leave the
17 game at any time between hands. After all of the players have
18 taken hits or have stood on their hand, the dealer stands or hits
19 based on pre-established rules of the game. The conventional
20 manner of play requires the dealer to take a hit whenever the
21 dealer's hand is a "soft 17" count. However, in other casinos,
22 the dealer stands on a soft 17 count. The term "soft" means that
23 the ace is valued as a count of eleven, instead of as a count of
24 one. A soft 17 occurs when the dealer has an ace and a six (or

1 multiple cards that add up to six). The dealer will stand on soft
2 18s, soft 19s and soft 20s.

3 A drawback with traditional forms of blackjack is that the
4 set point values of the cards may make the game somewhat
5 predictable so as to eventually bore players after a few hands.
6 Moreover, there is no incentive built-into the game for playing
7 additional hands beyond other than the usual reasons of winning
8 money or recouping money lost in previous wagers.

9 There is a need to provide a modified version of blackjack
10 that generates additional unpredictability, excitement, and
11 revenue for both players and casinos relative to traditional
12 forms of blackjack.

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14 SUMMARY OF THE INVENTION

15 It is an object of the present invention to provide a
16 modified version of blackjack that generates additional
17 unpredictability, excitement, and revenue for both players and
18 casinos relative to traditional forms of blackjack.

19 It is another object of the present invention to provide a
20 new card game that attracts more players.

21 It is another object of the present invention to provide a
22 new card game that is easy to learn.

23 It is another object of the present invention to provide a
24 new card game that is short in duration so as to provide casinos

1 or wagering establishments with increased revenues.

2 Other objects and advantages of the present invention will
3 be apparent to one of ordinary skill in the art in light of the
4 ensuing description of the present invention.

5 As used herein, the term "modified blackjack" refers to the
6 card game of the present invention wherein the object of the game
7 is for each player to collect a number of cards in his or her
8 hand whereby the total point value assigned to the cards in a
9 player's hand is as close to possible to a predetermined number,
10 other than twenty-one, without going over that predetermined
11 number. In one embodiment, the predetermined number is 31. In
12 another embodiment, the predetermined number is 41. In a further
13 embodiment, the predetermined number is 51. The modified
14 blackjack card game of the present invention provides a player
15 with the option of declaring his initial hand either as a poker
16 hand or a modified blackjack hand. This feature is described in
17 detail in the ensuing description.

18 The present invention is directed to, in one aspect, a
19 method of playing a card game comprising the steps of providing
20 at least one set of playing cards wherein each card in the set of
21 playing cards has a specific numeric value. Next, a wager is
22 placed by at least one player and an initial hand of cards is
23 dealt to the player and the dealer. The player's cards are dealt
24 face up and at least one of the dealer's cards is dealt face

1 down. The player then has the opportunity to declare his hand as
2 either a poker hand or a modified blackjack hand. If the player
3 declares his or her hand as a poker hand, the player will receive
4 additional cards to enable the player to finish his or her poker
5 hand. The player will be awarded winnings based on the player's
6 wager and a predetermined payout schedule if the poker hand
7 represented by the player's cards matches any one of a plurality
8 of predetermined poker hands. If the player fails to achieve a
9 hand that represents any one of the plurality of predetermined
10 poker hands, the player loses his or her wager and must withdraw
11 from play. If, on the other hand, the player does not declare
12 his or her initial hand as a poker hand, the player is required
13 to play the hand as a modified blackjack hand. The suits of the
14 card would have no relevance when playing modified blackjack.
15 Thus, after the player declares he or she will play the hand as a
16 modified blackjack hand, the next step is to determine if the
17 total numeric value of the player's initial hand constitutes
18 modified blackjack. An initial hand constitutes modified
19 blackjack if the total numeric value of the initial hand equals a
20 first predetermined number. If the player's initial hand
21 constitutes modified blackjack, the dealer then reveals all of
22 the dealer's face down cards so the total numeric value of the
23 dealer's initial hand can be determined. If the total numeric
24 value of the dealer's initial hand also equals the first

1 predetermined number, then the dealer's initial hand will also
2 constitute modified blackjack and a tie or push is declared. In
3 one embodiment, the dealer returns the player's wager to the
4 player in the event of a tie or push. In an alternate
5 embodiment, the player loses his or her wager in the event of a
6 tie or push.

7 If the player does achieve modified blackjack with his or
8 her initial hand and dealer does not achieve modified blackjack
9 with his or her initial hand, the player will win and will be
10 awarded winnings based on the player's wager and a predetermined
11 payout schedule.

12 If the total numeric value of the player's initial hand does
13 not yield modified blackjack, the player may request additional
14 cards. The player will "bust" if the total numeric value of the
15 player's hand exceeds the first predetermined number. The player
16 will then lose his or her wager and withdraw from play. The
17 dealer is required to stand on all hands which have a total
18 numeric value that is either equal to or greater than a second
19 predetermined number that is less than the first predetermined
20 number. Thus, the dealer must continue to take cards ("hit")
21 until his total numeric value is equal to or greater than the
22 second predetermined number. In one embodiment, the first
23 predetermined number is 31 and the second predetermined number is
24 25. Thus, in such an embodiment, the dealer would stand on 25.

1 Winnings are paid to the player if (a) the player's hand with the
2 additional cards has a total numeric value that is equal to the
3 first predetermined number and the total numeric value of the
4 dealer's hand does not equal the first predetermined number, or
5 (b) the player holds and the total numeric value of the player's
6 hand is closer to the first predetermined number than the total
7 numeric value of the dealer's hand. Winnings paid to a player
8 are based on the player's wager and a predetermined payout
9 schedule. A tie or push would occur if both the player and
10 dealer have the same number of cards and the total numeric values
11 of the player's and dealer's hands are equal to each other and
12 either less than or equal to the first predetermined number.

13 In accordance with the present invention, a unique betting
14 option is presented wherein a player has the opportunity to play
15 the dealer in a subsequent card game and wager either half or all
16 of his or winnings acquired in the preceding game. For example,
17 if a player should win the first card game either through
18 achieving a winning poker hand or winning hand in the modified
19 blackjack card game, the player is then given the opportunity to
20 play the dealer in a second card game (e.g. "high-low") for
21 "double or nothing". This would give the player an opportunity
22 to double his or her previous winnings. In accordance with the
23 invention, the player is given the choice of wagering all of his
24 or her previous winnings ("Double Down") or only half of his or

1 her previous winnings. The option of betting only half of the
2 winnings is referred to herein as the "Half-Down". The "Half-
3 Down" option applies to all winnings that may be accumulated
4 during play of the second card game. Thus, if a player wins
5 \$1000 as a result of the modified blackjack card game, he or she
6 has the option of wagering the full \$1000 or only \$500 in a game
7 of high-low with the dealer. If the player bets only \$500 and
8 wins, the player will receive even money (i.e. \$500). Stated
9 another way, the player will receive the original wager of \$500
10 and the \$500 payoff. The player can now play another game of
11 high-low with the dealer using the "Double Down" or "Half-Down"
12 options. This foregoing example was based on a "double or
13 nothing" payout scheme.

14 In a further embodiment, the player may be given the choice
15 of "Double Down" or the "Half-Down Option" when playing the
16 modified blackjack card game.

17 The card game of the present invention can be played: (i) in
18 a casino or other wagering establishment in a manner similar to
19 conventional card games, i.e. "live table version" wherein a
20 group of players and a dealer are positioned at a gaming table,
21 (ii) on electronic video gaming machines such as electronic video
22 poker gaming machines which may be located in a casino other
23 wagering establishment, or (iii) on linked, electronic video
24 gaming machines located in a casino or wagering establishment.

1 The card game of the present invention also can be implemented on
2 slot machines. Furthermore, the card game of the present
3 invention also can be implemented with lottery scratch-type
4 tickets that are sold by many state governments.

5 6 BRIEF DESCRIPTION OF THE DRAWINGS

7 The foregoing features of the present invention will
8 become more readily apparent and may be understood by referring
9 to the following detailed description of an illustrative
10 embodiment of the present invention, taken in conjunction with
11 the accompanying drawing, in which:

12 FIG. 1 shows a plan view of one embodiment of a gaming
13 table that can be used to play the card game of the present
14 invention.

15 DESCRIPTION OF THE PREFERRED EMBODIMENTS

16 The card game of the present invention can be played with up
17 to seven players plus the dealer. A single player also may play
18 the card game. The players sit at or stand adjacent to a portion
19 of the game table designated as a player station. In one
20 embodiment, all of the sets of cards are contained in a shoe,
21 known in the art, from which the dealer may draw one card at a
22 time. In another embodiment, all of the sets of cards are
23 contained in an automatic card shuffler. As used herein, the
24 terms "wager" and "bet" have the same meaning and are used

interchangeably. Furthermore, the card game of the present invention can be implemented on an electronic gaming machine such as the type used to realize an electronic video gaming machine. In such electronic gaming machines, images of playing cards are electronically generated and then displayed on a display screen. If the card game of the present invention is implemented on an electronic gaming machine, the electronic gaming machine is preferably configured to generate a single deck of 52 cards. Additionally, the card game of the present invention can be realized with a lottery scratch ticket wherein images of playing cards are covered by a substance that is removed by players with a coin or other suitable object. U.S. Patent No. 6,572,107 shows a typical structure of such lottery scratch-type tickets. Thus, the terms "cards", "playing cards" or "hand" are defined herein to include physical playing cards, electronically generated playing cards, and the images of playing cards formed on lottery scratch-type tickets.

Referring to FIG. 1, there is shown one embodiment of game table 10 that is used in playing the card game of the present invention. Game table 10 includes seven player stations or areas 12. Each player station 12 includes an area for placing the player's cards 14 and betting area 16. Each player's station 12 also includes payout schedule 18 that provides payout schedules corresponding to the card game of the present invention. Game

1 table 10 includes dealer playing station or area 20 and an area
2 wherein the dealer may place the dealer's cards 22. Although
3 game table 10 is shown to have a semi-circular shape, it is to be
4 understood that game table 10 can have other shapes known in the
5 art, e.g. square, circular, rectangular, etc.

6 As used herein, the terms "numeric value" or "value" refer
7 to the numeric value assigned to each playing card. In
8 accordance with the present invention, number cards (e.g. 2, 3,
9 8, etc.) are assigned a numeric value that is the same as the
10 face value of the card. For example, the "eight" card shall have
11 a numeric value of eight. Picture or face cards such as Jack,
12 Queen and King shall each have a numeric value of ten. The Ace
13 shall have a numeric value of either one or eleven. In an
14 initial hand of cards, the ace may be assigned a numeric value of
15 eleven so as to enable a player to achieve modified blackjack.
16 The phrase "total numeric value" shall refer to the total of the
17 numeric values of all of the cards in a hand. For example, a
18 hand of "Five, Eight, Nine, Queen" shall have a total numeric
19 value of thirty two.

20 In accordance with the present invention, Modified
21 Blackjack occurs when (i) the predetermined winning number is 31
22 and the player is dealt an initial hand of three cards that has a
23 total numeric value of 31, or (ii) the predetermined winning
24 number is 41 and the player is dealt an initial hand of four

1 cards that have a total numeric value of 41, or (iii) the
2 predetermined winning number is 51 and the player is dealt an
3 initial hand of five cards that has a total numeric value of 51.
4 These games will be referred to herein as "Modified Blackjack
5 31", "Modified Blackjack 41" and "Modified Blackjack 51",
6 respectively. A player can also win any of these aforementioned
7 modified blackjack games if the player has a hand of cards whose
8 total numeric value is under and closest to the game winning
9 numeric value (i.e. 31, 41 or 51) in comparison to the dealer's
10 hand. For example, if Modified Blackjack 31 is being played and
11 the dealer has a hand of cards whose total numeric value is 26
12 and the player has a hand of cards whose total numeric value is
13 29, the player will win. In another example, if the dealer has
14 three cards whose total numeric value is 29 and the player has
15 four cards whose total numeric value is also 29, the dealer will
16 win because the dealer has fewer cards than the player. The
17 maximum number of cards that can be dealt to each player is set
18 by the house. For purposes of example and describing the card
19 game of the present invention, the ensuing description is in
20 terms of the card game being Modified Blackjack 31 and minimum
21 number of cards dealt to each player is three cards and the
22 maximum number of cards dealt to each player is five cards.

23 The first step in playing the card game of the present
24 invention is to provide at least one deck of playing cards. In

1 one embodiment, the card game of the present invention is played
2 with more than one deck. The actual number of decks of playing
3 cards used depends upon the number of players and the maximum
4 number of cards that may be dealt to the players. The dealer
5 preferably deals the cards in a left to right motion starting
6 from the dealer's left.

7 Next, the player is required to place a wager. The minimum
8 and maximum amount of the wager is determined by the house and
9 may be varied by the house. The player places his or her wager
10 on area 16 of the player's playing station 12 (see FIG. 1).

11 Next, the dealer deals the cards to the player and the
12 dealer in an initial deal. In this step, each player and the
13 dealer will receive three cards. In a preferred embodiment, all
14 three cards dealt to each player are face up and one card dealt
15 to the dealer is face down.

16 Next, each player is given the opportunity to decide whether
17 he or she will play the cards dealt to the player as either a
18 poker hand or a modified blackjack hand. If the player chooses
19 to play his or her cards as a poker hand, the player
20 automatically receives two additional cards to enable a player to
21 complete a poker hand. If the player succeeds in forming a poker
22 hand that matches any one of a plurality of predetermined poker
23 hands, the player will win an amount of winnings that is based on
24 the amount of the wager and a predetermined payout schedule.

1 Table I shows one example of a payout schedule:

2 **TABLE I**

POKER HAND	ODDS
Pair	1 to 1
Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	5 to 1
Flush	10 to 1
Full House	15 to 1
Four of a Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	100 to 1

3

4 It is to be understood that the payout schedule shown in
5 Table I is just one example and that other pay-out schedules are
6 possible. The house or casino will have the option to set all
7 odds and values of the winning poker hands.

8 If the player does not choose to play the cards as a poker
9 hand, the player must play the cards as a modified blackjack hand
10 (e.g. Modified Blackjack 31). If the player's initial hand of
11 three cards has a total numeric value of 31, then the player has
12 attained Modified Blackjack 31. If the dealer's initial hand
13 does not yield Blackjack 31, the player will win. Initial three-
14 card hands that can achieve Modified Blackjack 31 are shown in

1 Table II:

2 Table II

MODIFIED BLACKJACK 31 HANDS
Ten, Ten, Ace
Ten, Jack, Ace
Ten, Queen, Ace
Ten, King, Ace
Jack, Jack, Ace
Jack, Queen, Ace
Jack, King, Ace
Queen, Queen, Ace
Queen, King, Ace
King, King, Ace

3

4 In Table II, Ace has a value of eleven.

5 Next, if the player's initial hand does not achieve Modified
6 Blackjack 31, the player is given the opportunity to either hold
7 or request an additional card or cards. If the player's cards
8 have a total numeric value that still is not equal to 31, but is
9 still under 31, the player has the opportunity to hold or request
10 an additional card. If the player's cards have a total numeric
11 value that exceeds 31, the player "busts" and loses his or her
12 wagers and must withdraw from that round. If the player "busts",
13 he or she will lose even though the dealer also "busts". A

1 player who lost in one round may play in a new round.

2 Next, the dealer reveals all of his or her face-down cards.

3 The total numeric value of the dealer's cards is then determined.

4 In accordance with the invention, the dealer must stand on hands

5 that have a total numeric value that is equal to or greater than

6 a second predetermined numeric value that is less than 31. For

7 example, in one embodiment, the second predetermined number is

8 25. Therefore, the dealer must take additional cards until the

9 total numeric value of the dealer's cards equals or exceeds 25.

10 The second predetermined numeric value can be varied and is set

11 by the house. If at any time the total numeric value of the

12 dealer's cards exceeds 31, the dealer "busts" and loses.

13 A tie or push occurs if (A) the dealer and player both have

14 initial hands of three cards whose total numeric values are equal

15 to 31 (i.e. Modified Blackjack 31), or (B) the dealer and player

16 both have hands whose total numeric values are equal to 31 and

17 the player and dealer both have the same number of cards, or (C)

18 the dealer and player both have hands whose total numeric values

19 are equal and less than 31 and the dealer and player both have

20 the same amount of cards. In one embodiment of the invention,

21 the player loses his or her wager if a tie or push occurs. In

22 another embodiment, the player's wager is returned to the player

23 if a tie or push occurs.

24 Thus, a player has a winning hand and is declared the winner

1 if (A) the total numeric value of the player's initial hand
2 equals 31 (i.e. Modified Blackjack 31) and the total numeric
3 value of the dealer's initial hand does not equal 31, or (B) the
4 total numeric value of the player's hand equals 31 and the total
5 numeric value of the dealer's hand also equals 31 but the player
6 has fewer cards than the dealer, or (C) the total numeric values
7 of both the player's and dealer's hands are under 31 but the
8 total numeric value of the player's hand is closer to 31 than the
9 total numeric value of the dealer's hand.

10 A player with a winning hand is paid winnings based on the
11 player's wager and the predetermined payout schedule. The house
12 can set different payout odds for different types of winning
13 hands. For example, the house can pay even money to winning
14 hands other than winning Modified Blackjack 31 hands, and 3-to-2
15 pay-out odds for a winning Modified Blackjack 31 hand. These are
16 just examples and it must be understood that the house can vary
17 these payout odds.

18 In the gaming art, it is known that after a player has won a
19 round of conventional or traditional Blackjack, the player is
20 given the opportunity to play the dealer in a second card game,
21 typically called "high-low". This second card game provides the
22 player with an opportunity to add to and even double his or her
23 winnings won during the conventional or traditional Blackjack
24 game. The player is not required to play this second card game

1 and may opt not to play. In the game of high-low, the dealer
2 shows the player a card and then the player selects one card from
3 a group of face down cards. If the card selected by the player
4 is higher than the dealer's card, the player wins. If the card
5 selected by the player is lower than the dealer's card, the
6 player loses. Traditionally, in order to play the dealer in
7 high-low, the player must wager (or "Double Down") all of his
8 previous winnings. Thus, if the player wins, he or she wins even
9 money. If the player loses, he or she loses everything.
10 However, in accordance with the present invention, the player is
11 given the choice of either wagering all of his or her previous
12 winnings ("Double Down") or only half of the previous winnings
13 ("Half Down"). The player may play the dealer in successive
14 rounds of the second card game (i.e. high-low) and may bet all of
15 his or her winnings up to that point or only half of the
16 accumulated winnings. The player may continue to play the dealer
17 in the second card game until the player either quits or loses
18 all of his or her winnings. It is to be understood that the
19 second card game can be another card game other than high-low.

20 In an alternate embodiment of the card game of the present
21 invention, the dealer uses a Joker card so that a poker hand of
22 five-of-a-kind is possible. In a further embodiment, more than
23 one Joker card is used.

24 Although the foregoing description is in terms of the first

1 predetermined number being 31, 41, or 51, it is to be understood
2 that the first predetermined number can also be 61, 71, 81, 91,
3 etc. For example, if the first predetermined number is 61, the
4 minimum number of cards dealt in the initial deal is six cards.
5 Thus, the minimum number of cards dealt in the initial deal would
6 depend upon the first predetermined number.

7 It is to be understood that the card game of the present
8 invention can be played: (i) in a casino or other wagering
9 establishment in a manner similar to conventional card games,
10 i.e. "live table version" wherein a group of players and a dealer
11 are positioned at a gaming table, (ii) on electronic video gaming
12 machines such as electronic video poker gaming machines which may
13 be located in a casino other wagering establishment, or (iii) on
14 linked, electronic video gaming machines located in a casino or
15 wagering establishment. Electronic video poker gaming machines
16 are generally described in U.S. Patent Nos. 6,517,074, 6,478,675,
17 and 5,823,873. The card game of the present invention also can
18 be implemented on slot machines. Furthermore, the card game of
19 the present invention also can be implemented with lottery
20 scratch-type tickets that are sold by many state governments.

21 The principles, preferred embodiments and modes of operation
22 of the present invention have been described in the foregoing
23 specification. The invention which is intended to be protected
24 herein should not, however, be construed as limited to the

1 particular forms disclosed, as these are to be regarded as
2 illustrative rather than restrictive. Variations in changes may
3 be made by those skilled in the art without departing from the
4 spirit of the invention. Accordingly, the foregoing detailed
5 description should be considered exemplary in nature and not
6 limited to the scope and spirit of the invention as set forth in
7 the attached claims.